GAME BOY ADVANCE™

AGB-BIVP-UKV

Ignition Collection: Volume 1

3 Games in 1

Animal Snap

+

World Tennis Stars

+

SUPER DROPZONE
INTERGALACTIC RESCUE MISSION

Super Dropzone

INSTRUCTION BOOKLET

IGNITION entertainment

Game Boy Advance Game Pak conforms to:

SUPER DROPZONE

INTERGALACTIC RESCUE MISSION

Contents

Super Dropzone Mission Briefing

Ten years ago, after the devastating robot wars of 2084 caused mankind to seek out new sources of minerals and fuel on other planets in the solar system, the first source located was on Jupiter's moon IO. Active volcanoes were found expelling vast quantities of enriched ore from deep within the moon's core. A handful of brave people were dispatched to IO to mine the moon and send the valuable minerals back to earth. Shortly after their arrival, a previously unknown alien intelligence on Jupiter decided to destroy the human invaders plundering their moon and so dispatched their most hostile fighting machines to wipe them out. Having installed a planet stabiliser to prevent the volcanoes from erupting, the men roamed around the hostile volcanic surface searching for its valuable mineral deposits.

Now, in 2095, they have managed to establish a base on 3 more of Jupiter's moons, known as Callisto, Ganymede and the ice moon Europa. They are slowly winning the battle in the hope that they will one day defeat the aliens' command centre on Jupiter and return to Earth as heroic space warriors with their valuable cargo.

YOUR MISSION starts on IO. You must destroy all the aliens you encounter, while protecting the ten people assigned to each moon. Rescue the people by taking them to the Dropzone landing pad alongside the single survival colony. Survive past all 4 moons and you will have earned your reward of being trans-warped back home to earth, 500 million miles away, to a hero's welcome.

Getting Started

1. Make sure the POWER switch is OFF.
2. Insert the Super Dropzone Game Pak into the Game Boy Advance™ slot as described in your Nintendo Game Boy Advance™ instruction manual.
3. Turn the POWER switch ON. An intro sequence will begin automatically.

WARNING: Never try to insert or remove a Game Pak when the power is ON!

Control System

SHIELD ON/OFF

WEAPON SELECT

DIRECTION CONTROLS

FIRE WEAPON

PAUSE

STRATA BOMB
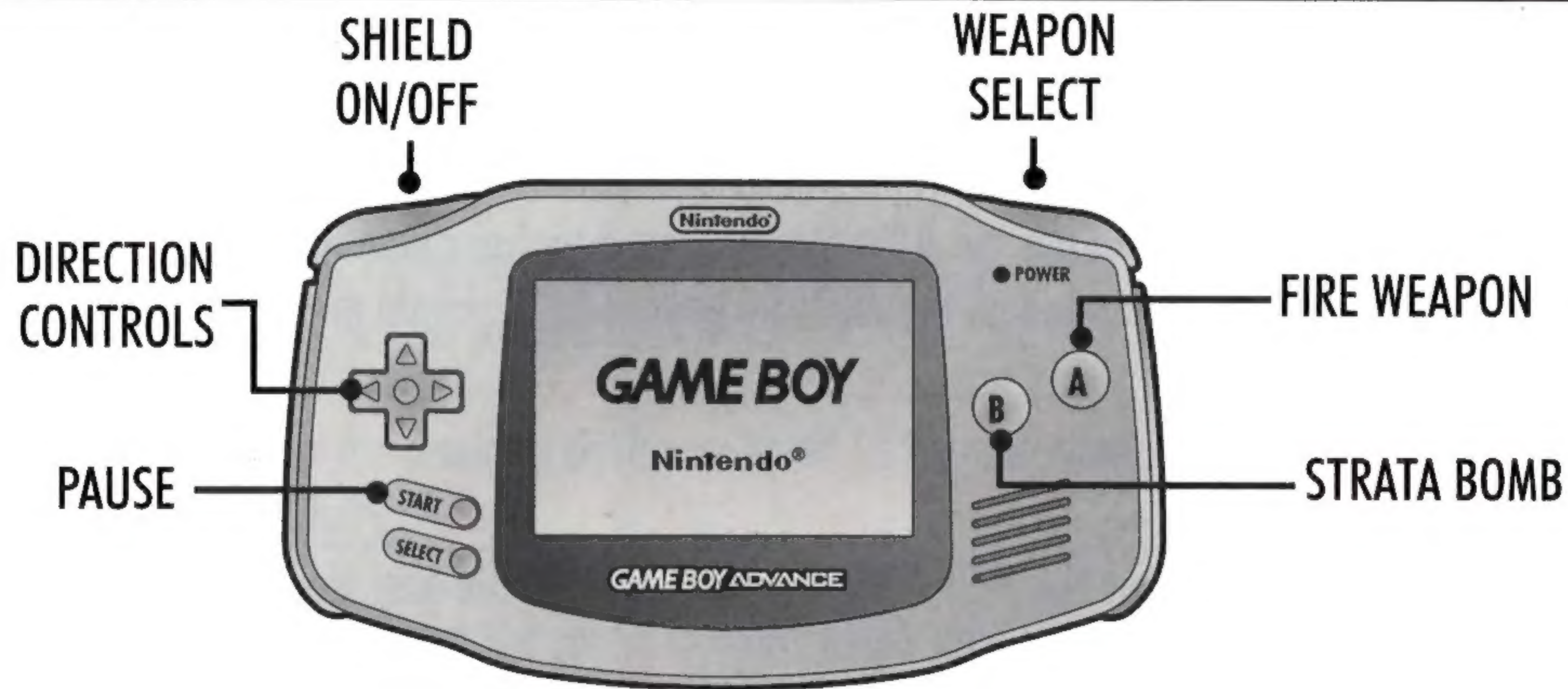
Options and Passwords

Once the intro sequence has finished you will be given the choice of two options:
- Press START to begin the game at Wave One.
- Press SELECT to go into the Options Menu.

On the Options Menu use the +Control Pad to move up and down through the available choices.

Start new game

If you highlight this option, pressing START will begin the game.

Passcode

This allows you to begin playing the game at a certain level - provided you tap in the correct code. If you enter an incorrect code, any previous set functions will be disabled. To enter a code use the +Control Pad to move the cursor left and right. Then use the A Button to select a higher number and the B Button to select a lower number. When you have entered all the digits for your code, highlight the START NEW GAME option and press START.

Display hall of fame

Select this and press START to view the Hall of Fame, which records the best scores. Press START again to return to the options screen.

Controlling the Game

+ Control pad	Use the +CONTROL PAD to move yourself ◀ left, ▶ right, ▲ up and ▼ down. This also controls the direction of fire.
SELECT	Press this to access the options screen between games
START	This begins the game, or if a game is already in progress, pressing this freezes the game. To continue the game press start again.
A Button	Fires the Pulse laser cannon. If the automatic multiple fire laser cannon is being used, just hold the A Button down continuously.
B Button	This is for releasing a planet shaking Strata Bomb to wipe out most enemies in your immediate vicinity.
R Button	Switches the cloaking device on or off (if there is enough cloak energy left).
L Button	Press this during the game to select which special weapon you want to use, if available.

The Game Display

Direction of nearest enemy

Remaining Cloak energy

Remaining special weapon energy

Number of remaining lives

Remaining Enviropods

Currently chosen weapon

Remaining Strata Bombs
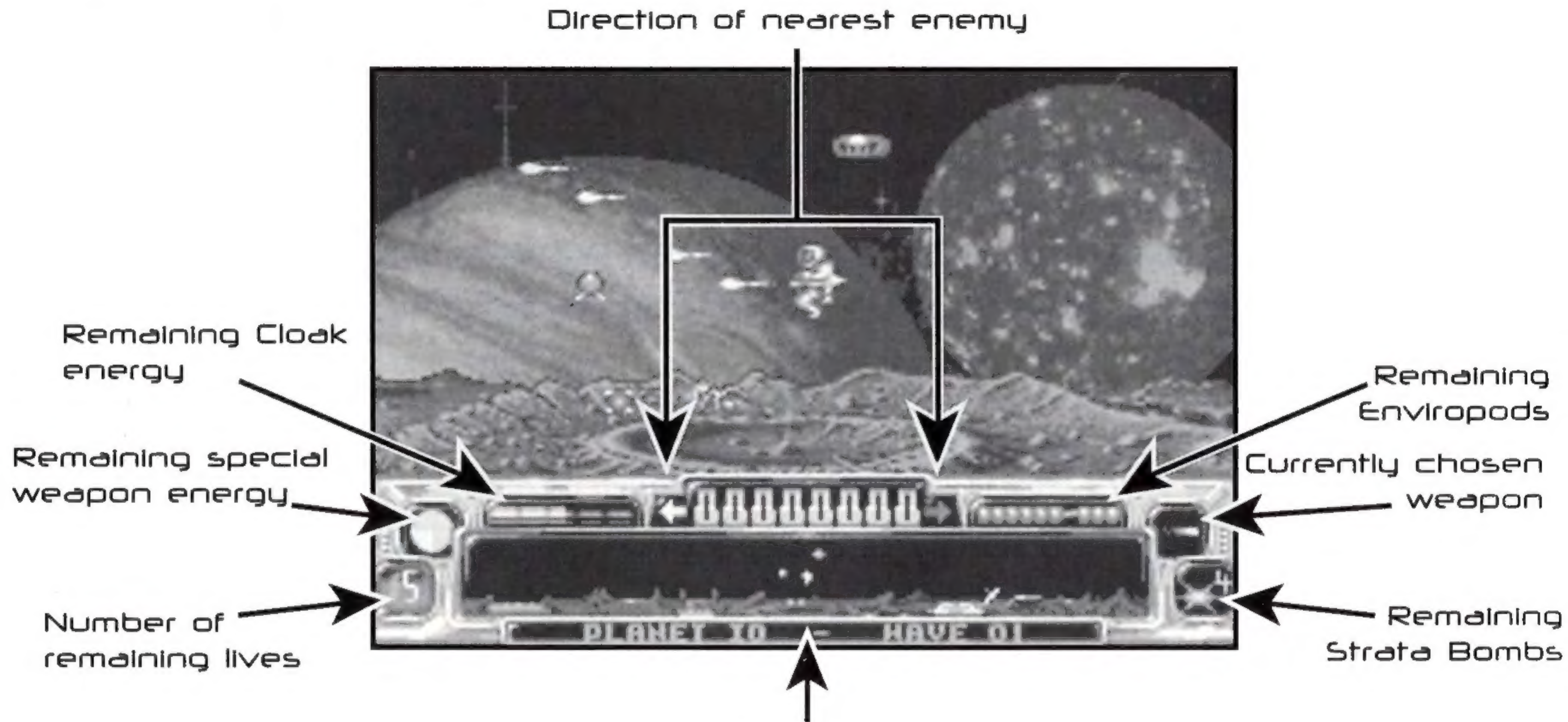
Scanner:
Shows a constantly updated picture of what is happening elsewhere on the moonscape.
You are always shown in the middle of the scanner.

Levels

Spread over the 4 main moons of Jupiter, starting with IO, then Callisto, Ganymede, and Europa, with a final level on Jupiter itself. You start with 5 lives, 5 strata bombs, full cloak energy, the normal pulse laser canon, and no special weapons.
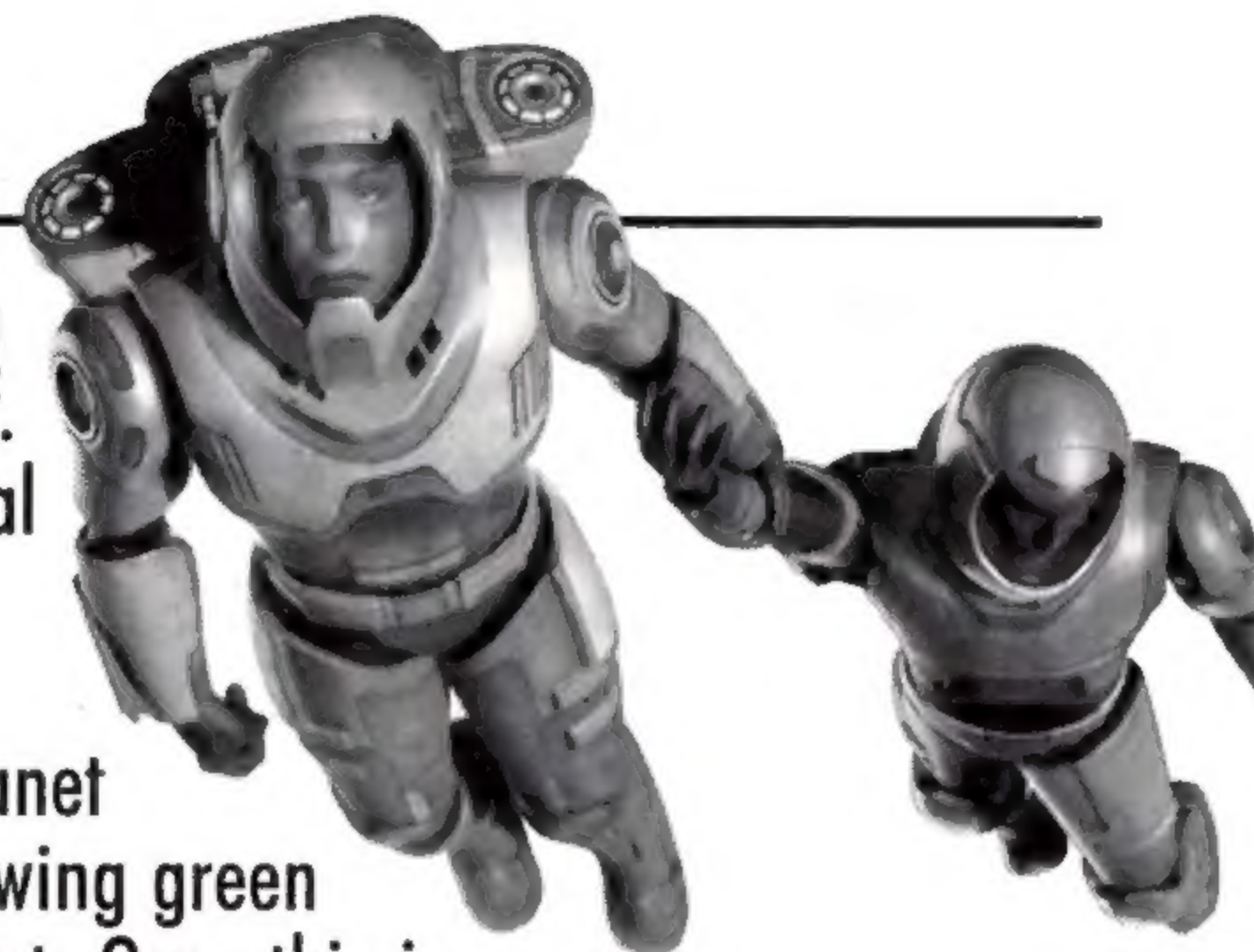
At the end of the 10th level on each moon you will have a planet guardian to fight. These are destroyed by multiple shots to the glowing green nerve centre that will be momentarily exposed as they move about. Once this is destroyed you will go through a warp stage that will take you across space to the next moon.

At the start of each wave all the remaining humans in the Dropzone moonbase will be seized by a tractor beam and beamed up into a Leader enemy hovering high over the moon's surface. This will then lower into view and before the game can proceed you must destroy this Leader to release all the men in their Enviropods out onto the surface of the moon. Then the main attack sequence of the marauding aliens begins in earnest.

During the wave Planters will lower an Android spider egg onto the moon's surface, which a few seconds later hatches into an Android spider that chases people roaming the moon's surface. When a planter starts this sequence you will hear a whistle for help form the man being targeted. You must then use the attack direction arrow in the information panel to go and rescue the helpless man before he is destroyed.

Credits

For Ignition:

Original Design, Code and Sound ....Archer Maclean

Programming...Jim Bagley, Adrian Scotney

Music/Sound Effects ....Steve Cowell

Packaging, Manuals and Layout...Kelly-ann Styles

Front Cover Design..Echo4

Development Manager ....Jim Philpot

Executive Producer ....Vijay Chadha

Special Thanks to: ....Su Bagley, Sergej Kravcenko, Peter Rollinson, Sarah Per,
Danny Bailey, Joy Sreeraman, Ajay Chadha, Phu Tien.

Notes

Credits and Thanks

For Ignition:

Programming ....Jim Bagley, Adrian Scotney
Music/Sound Effects...Steve Cowell
CGI and Graphics ....Digi-Guys

Packaging, Manuals and Layout ....Kelly-ann Styles
Front Cover Design Echo4

Development Manager ....Jim Philpot
Executive Producer ....Vijay Chadha

Special Thanks to: ....Su Bagley, Sergej Kravcenko, Peter Rollinson,
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Art Department Manager ....Gary "GB" Brotherton
Model Design, Build and Textures ....Will Brand
Animation and Bitmaps ....Femi Adegboye
Front End, Logos and General Design ....Andy Whitehurst, Will Brand, Femi Adegboye

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The PEGI age rating system:

Age Rating categories:

Les catégories
de tranche d'âge:

3+ www.pegi.info **7+** www.pegi.info **12+** www.pegi.info **16+** www.pegi.info **18+** www.pegi.info

Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:

@*! **BAD LANGUAGE LA FAMILIARITÉ DE LANGAGE**

FEAR LA PEUR

DISCRIMINATION LA DISCRIMINATION

SEXUAL CONTENT LE CONTENU SEXUEL

DRUGS LES DROGUES

VIOLENCE LA VIOLENCE

For further information about the Pan European Game Information (PEGI) rating system please visit:

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